

PC ROCK RAIDERS

PSX CHANGES IN GAME DESIGN 9/2/1999

CHANGE

PSX version no longer needs to have the same gameplay as the PC version.

GAME OVERVIEW

You take manual control of an individual Mini figure.

You can enter and exit a number of vehicles.

Each vehicle type will have attributes which give it an advantage / disadvantage

The player needs to choose the appropriate vehicle / tool at the right time for the job.

The actions will be more immediate and responsive.

Walls will be smashed at and driven through, with larger, dramatic smoke, debris etc.

Levels will be mission based

More action and immediate rewards such as collectibles, and bonus points.

Automatic pick up of Collectables / Crystals

EMPHASIS SHIFT

More towards

- Action Packed
- Manual control
- Effects
- Arcade look and feel
- Missions

SIMILAR GENRE

- Blast Corp – Rare N64

PLUS POINTS

SONY approval – easier due to differences

More suitable gameplay for 'Console' market

ADDITIONAL VEHICLES

'Alien' robo lifting suit

SCENARIOS / MISSIONS

Time chase in tunnel

Slug race

Defend base from attack

Robotron – with various creatures / electric fences

Forced scroll levels – E.G. down river

Time chase due to lava / water flow

Bonus – collect the crystals levels
Rescue other Rock Raiders

ADDITIONAL FEATURES

LEVEL DESIGN

The levels will be totally different from the PC version.
The levels will be Mission Based, and will require, pre-designed bases, traps, hidden enemies.
To add more use to manual controlled vehicles the terrain needs to have more effect .
This means that slopes are easier for certain vehicles to access – this gives a choice for which vehicle to use.

AI

The action of the creatures will change from long term objectives, to short instant action responses.
I.E. attacking the base has no advantage, but jumping out from behind the rock may cause you to fly your hoverboard into the wall.

VEHICLE PHYSICS

Each vehicle needs a unique control ‘feel’ and advantage, which will offer variety and game play options.

BULLDOZER

- blocks entrances
- prevents lava/ water / rock monsters
- Heavy control feel
- Can smash into hard walls to crumble blocks.

HOVER BOARD

- wobbly,
- light
- slide and slip at speed

ROBO SUIT

- Slow moving
- Powerful close up defence against Rock Monsters
- Good accurate lifting ability
- Agile
- Possible fist – smash

SLUGS

- Fun – effect
- Novelty features – sound effects, slime trails.

TRUCK

- Slow / Sturdy
- Carry cargo
- Manoeuvrable
- Collect crystals

GRANITE GRINDER

- Heavy / Sturdy
- Able to dig / mine

GUARD TOWERS

- Fixed position.

MAN Rotate 360 degree for all around attacks,
Vulnerable
Flexible, very manoeuvrable
Use tools / hand weapons
Swap between vehicles / buildings.
Attracts creatures

PARTICLE SYSTEM

For arcade style 'eye candy' effects, for variety, rock falls, explosions, debris, collectibles,

TWO PLAYER MODE

Similar to ZOMBIES or GAUNTLET

Both players on the same screen at the same time, restricted to 1 screen, results in co-operative play (a Lego Ideal)

SKILLED LEVELS

- Accurate driving, manoeuvre control across a narrow ledge, with deep drops either side.
- Speed to out run, creatures
- Logic to push / entice creatures into traps

TIMED LEVELS

- dynamite explodes – fuse timers
- Rock monsters approaching warning
- Lava flows
- Crumbling blocks

GRAPHICS

More close up detail
Possible caverns effect